

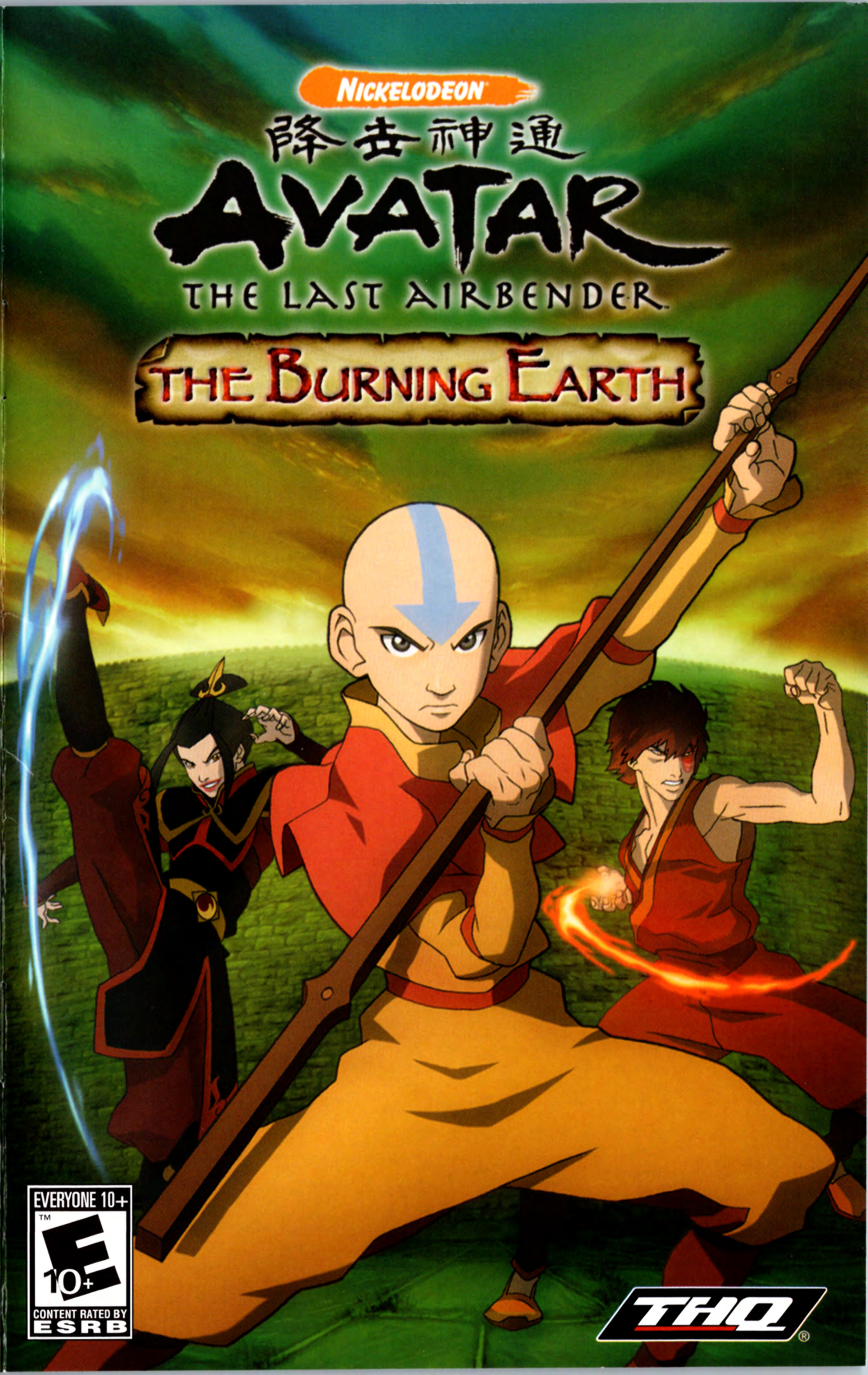
NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER

THE BURNING EARTH



WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system.
 - Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

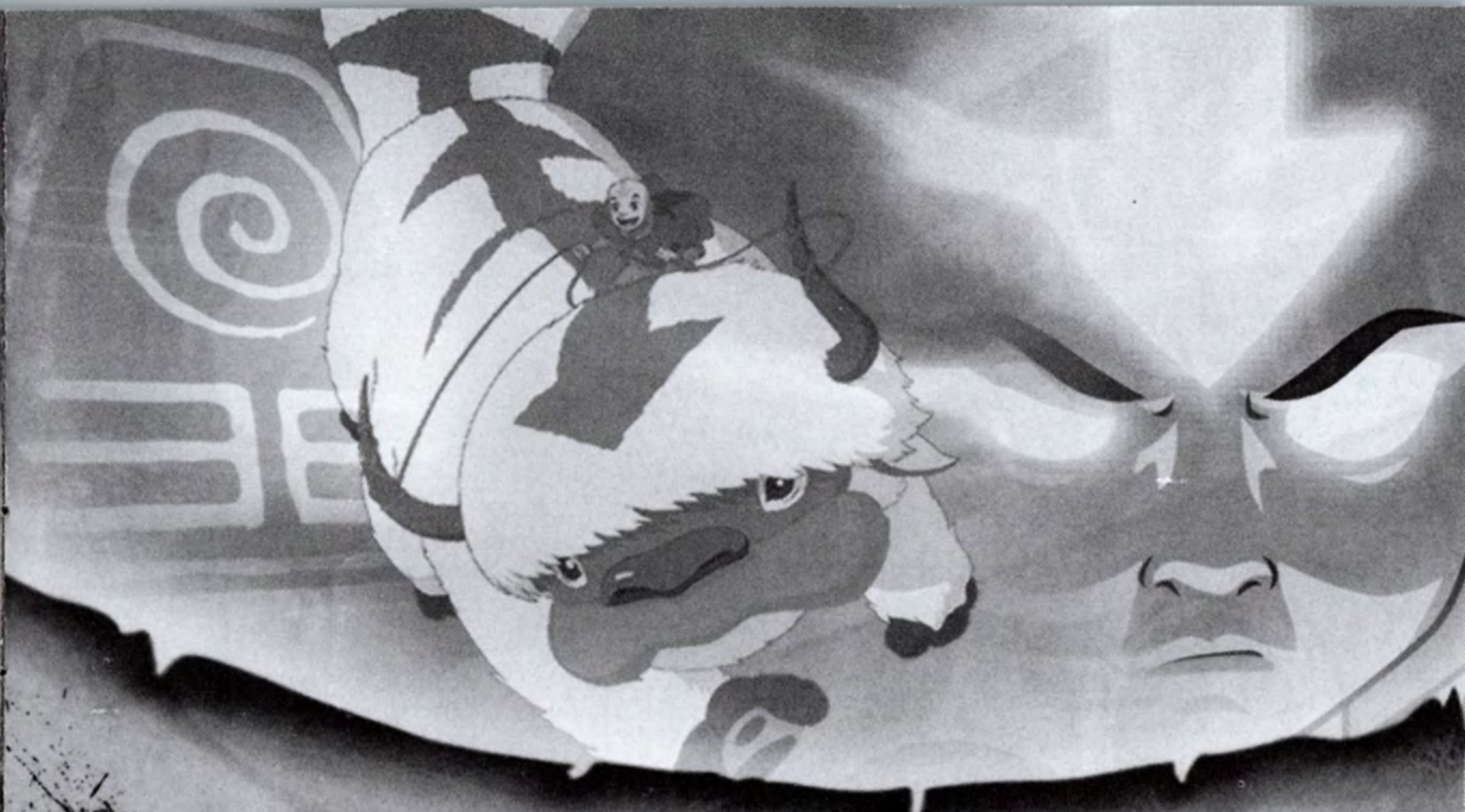
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

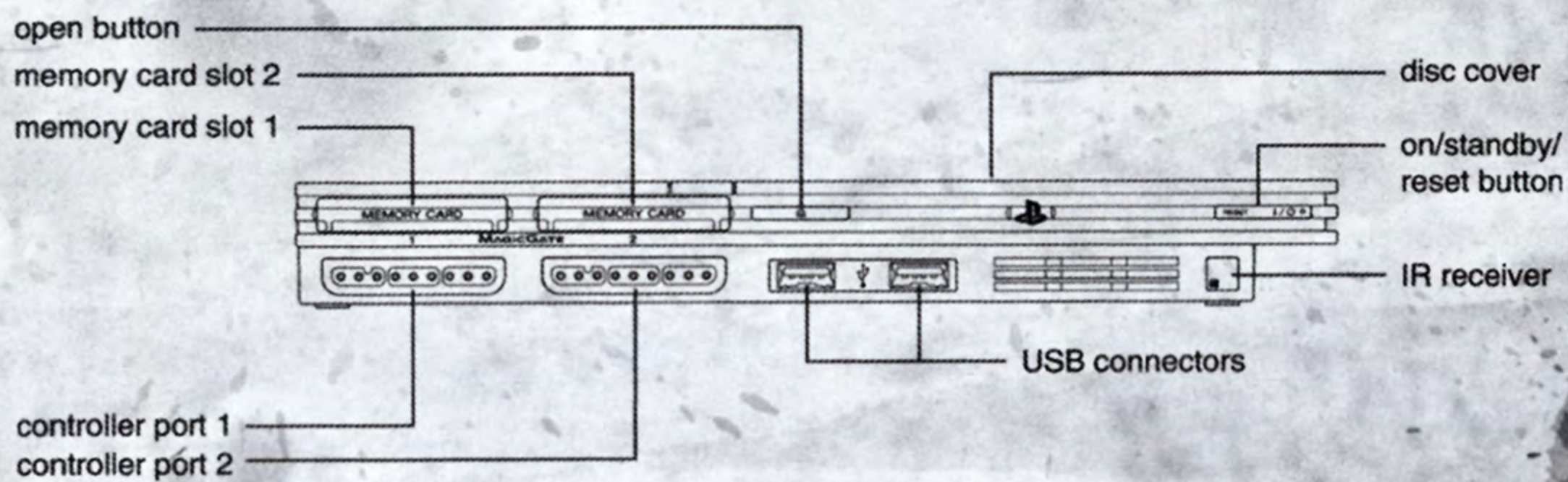
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CONTENTS

GETTING STARTED	2	ITEMS	8
CONTROLS.....	3	HEALTH.....	8
THE LEGEND	4	MOVE POINTS.....	8
STARTING THE GAME.....	4	COMBAT.....	9
MAIN MENU.....	4	BASIC ATTACKS	9
EXTRAS MENU	5	BLOCKING AND DODGING.....	9
BONUS GAMES	5	SPECIAL ATTACKS.....	9
TWO PLAYER MODE.....	5	COMBOS	9
SINGLE PLAYER MODE	5	AVATAR STATE	10
ON SCREEN DISPLAY.....	6	FOCUS MOVES	10
PLAYING AS APPA.....	6	PUZZLES	10
IN-GAME MENU	7	CO-OPERATIVE PLAY	11
JOURNAL.....	7	STEALTH.....	11
STATS.....	7	UNLOCKABLES	12
OPTIONS.....	7	SAVING YOUR GAME.....	12
QUIT.....	7	GAME OVER	12
QUESTS	7	LIMITED WARRANTY.....	17
TALKING TO PEOPLE.....	8		

GETTING STARTED



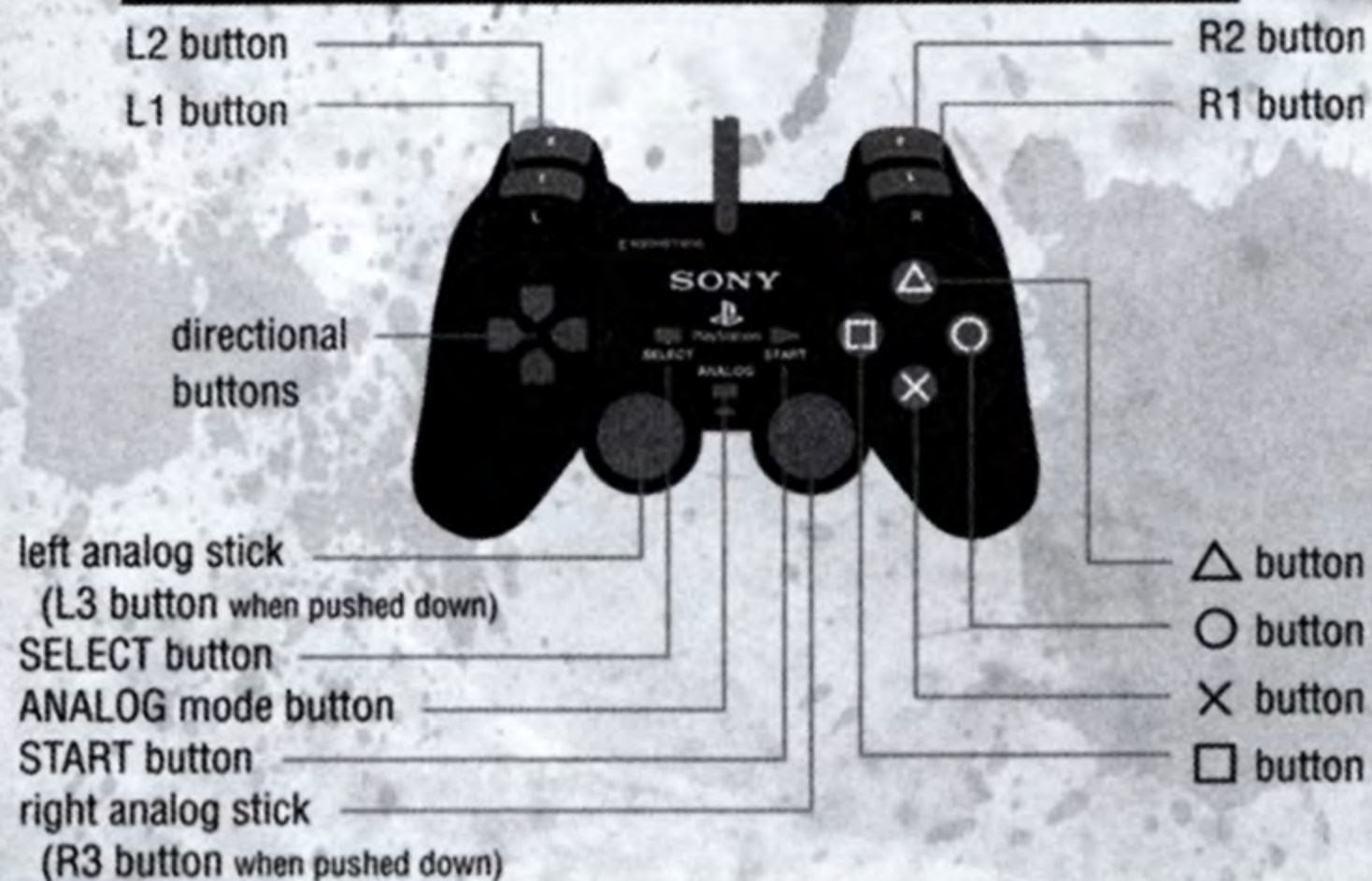
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Avatar the Last Airbender: The Burning Earth* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using this software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD Slot 1 of your PlayStation®2 system. You can load saved game data from any memory card (8MB)(for PlayStation®2) containing existing *Avatar the Last Airbender: The Burning Earth* save games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Main Menu

Highlight menu selection.....	left analog stick
Highlight menu selection.....	directional buttons
Confirm menu selection.....	× button
Back.....	△ button

In Game

Move character.....	left analog stick
Swap characters.....	L1 button
Sign in/Sign out screen (2P mode).....	SELECT button
Jump.....	× button
Double Jump.....	press the × button twice
Attack.....	□ button
Ranged attack.....	○ button
Interact with characters /objects.....	△ button
Block.....	R1 button
Roll.....	Hold R1 button + push left analog stick
Use Special Attack token.....	R2 button
Combat Aid.....	Hold △ button + push left analog stick
Focus Move.....	Hold △ button + push left analog stick
Push Object.....	Press and Hold the △ button
Use Health Potion from Inventory.....	directional button ↑

Game Menu

Open/close Game Menu.....	START button
Navigate in-game menu pages.....	L1 button and R1 button
Highlight in-game menu selection.....	left analog stick
Highlight in-game menu selection.....	directional buttons
Confirm in-game menu selection.....	× button
Back.....	△ button

Appa Flying Game

Move Appa (Appa Mode only).....	left analog stick
Target enemy (Appa mode only).....	left analog stick
Shoot projectile (Appa mode only).....	□, ○, or × buttons
Charged attack (Appa mode only).....	Press and hold □ button

THE LEGEND

Long ago, the four nations lived together in harmony. Then, everything changed when the Fire Nation attacked. Only the Avatar, master of all four elements, could stop them. But when the world needed him most, he vanished.

A hundred years passed and the new Avatar was discovered – an Airbender named Aang. And although his Airbending skills are great, he has a lot to learn before he's ready to save anyone.

Aang and his friends Katara, Sokka, Appa and Momo have traveled far and have fought many battles in their search to find Master Benders to teach Aang. Under the training of Master Wei and Katara, Aang has learned to Waterbend and now must master the remaining elements of Earth, then Fire.

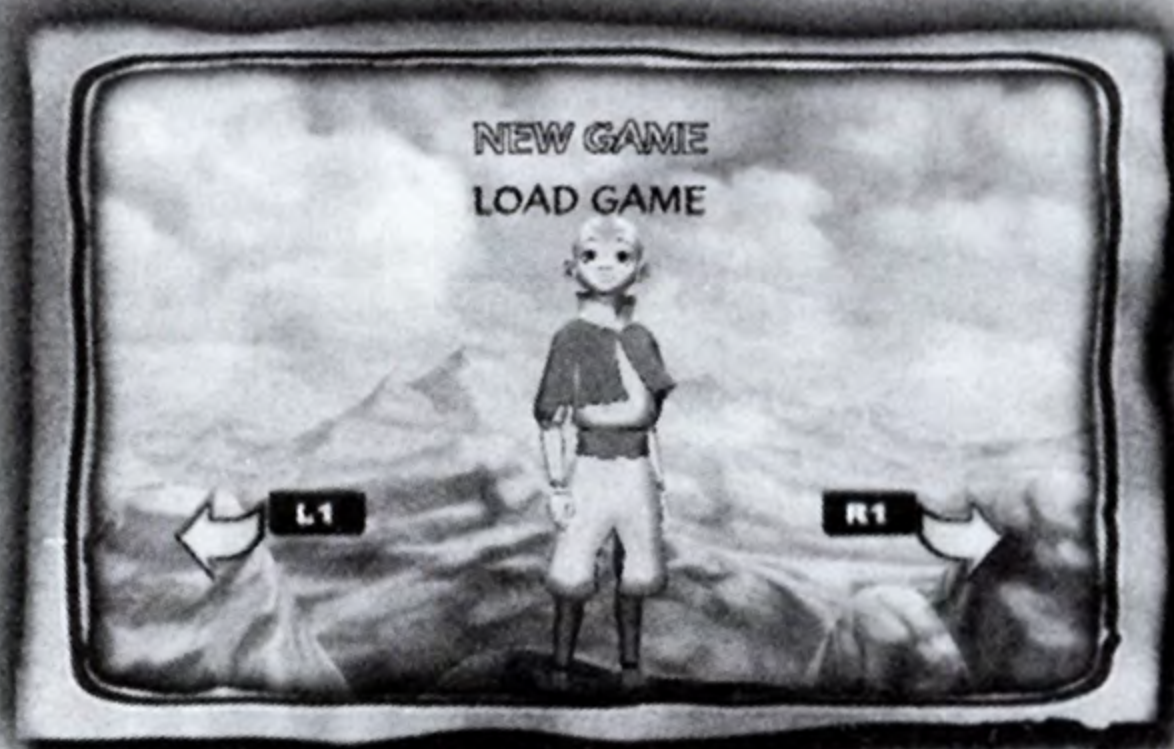
Time is running out. The race is on for Aang to master all the elements before Sozin's comet passes the earth, increasing the strength of the Fire Nation and turning it into an unconquerable force.

After a great battle and victory over the Fire Nation at the Northern Water Tribe, the team find themselves flying toward the great Earth Kingdom, in the hope that Aang can find a Master Earthbender to teach him.

STARTING THE GAME

Press the  button when the title screen appears. The following menu appears:

MAIN MENU



NEW GAME: Select this option to start a new game of Avatar the Last Airbender: The Burning Earth.

LOAD GAME: Select this option to load a previously saved game.

EXTRAS MENU

On the Main Menu, press the **L1** button to navigate to the Extras Menu. Here you are able to watch credits, trailers, and other unlockables you have earned throughout the game.

BONUS GAMES

On the Main Menu, press the **R1** button to navigate to the Bonus Games menu. This reveals the Bonus Games screen, where you can choose to play your unlocked bonus games.

TWO PLAYER MODE



To play Avatar the Last Airbender: The Burning Earth in two-player mode, simply start or load a single player game. Once the game has loaded, connect a Dualshock®2 Analog controller to controller port 2 and the prompt for Player 2 to press the **SELECT** button appears on the on screen display.

The game will shift to two-player mode when Player 2 presses the **SELECT** button.

The display for the character controlled by Player 1 is shown at the top left and the character controlled by Player 2 is shown at the top right. If one of the players signs out during the game, the display appears as it does when in single player mode.

SINGLE PLAYER MODE

In Single Player mode you can switch between the two available characters by pressing the **L1** button.

Each character has a particular strong point, such as: Agility, Bending, Strength, or Warrior Skills. All characters have unique Attack Moves and some are more effective against certain types of enemies than others.

Try switching characters when battling enemies and when completing puzzles.

ON SCREEN DISPLAY

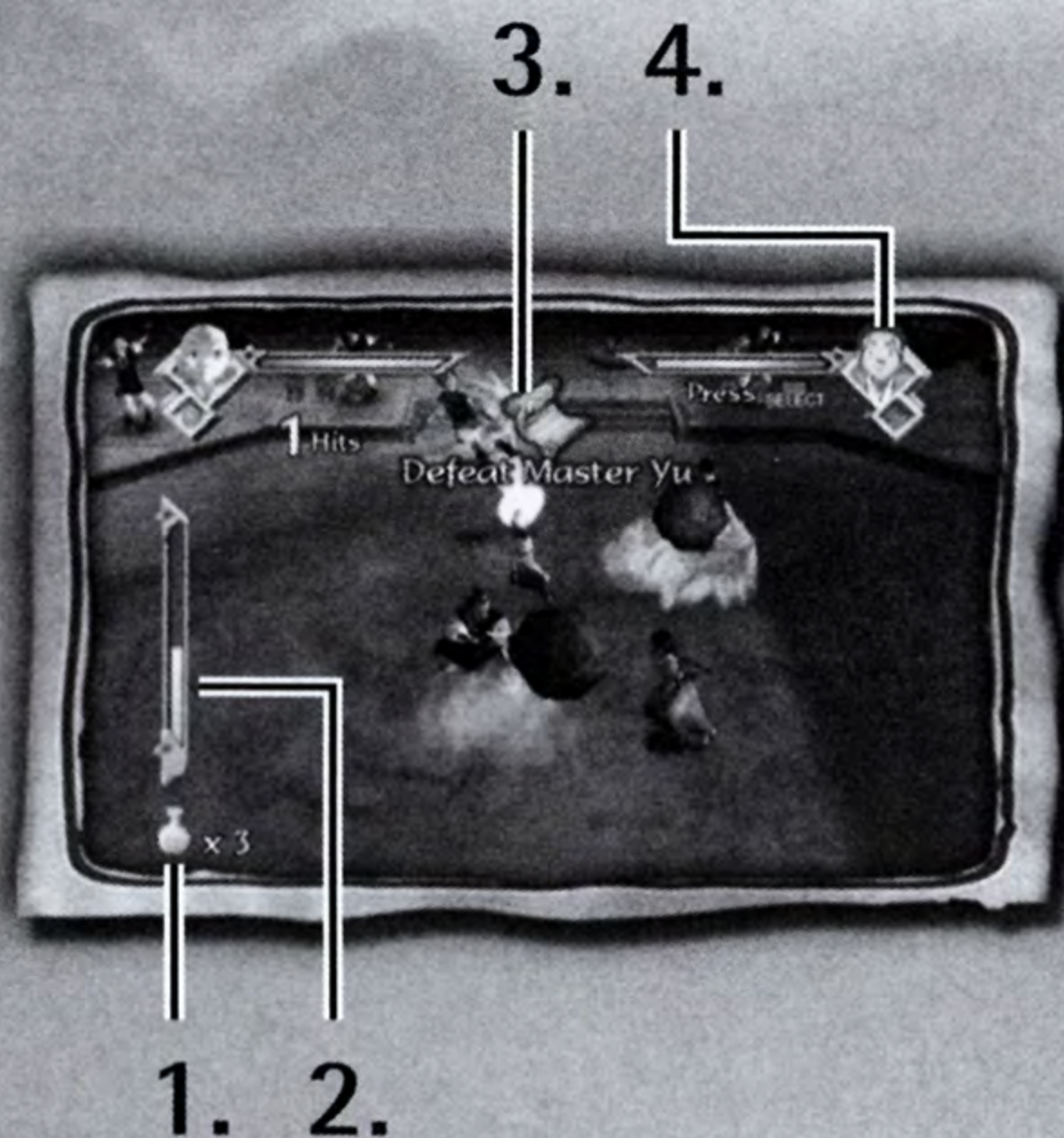
Each character has a display showing a portrait of the character, a health bar, and any Special Attack tokens that have been collected by that character.

1. Health Potions - Restore your characters health with the potions that you collect. Health Potions can be used by either player.

2. Power Bar - Fill this bar by collecting Power Orbs. Once this bar fills, your character will Power Up and will be rewarded with a Move Point. To collect Power Orbs, string together a number of consecutive attacks.

3. Journal - This icon will appear when new information has been found. Access the journal from the In-Game Menu.

4. Portraits - This image indicates when the characters are in Normal or Stealth mode.



Power Orbs, Health Potions and Health Upgrades can also be found in Chests throughout the levels.

Prompts appear at the bottom of the screen, including prompts to talk to people, move objects, perform focus moves, or use attack aids.

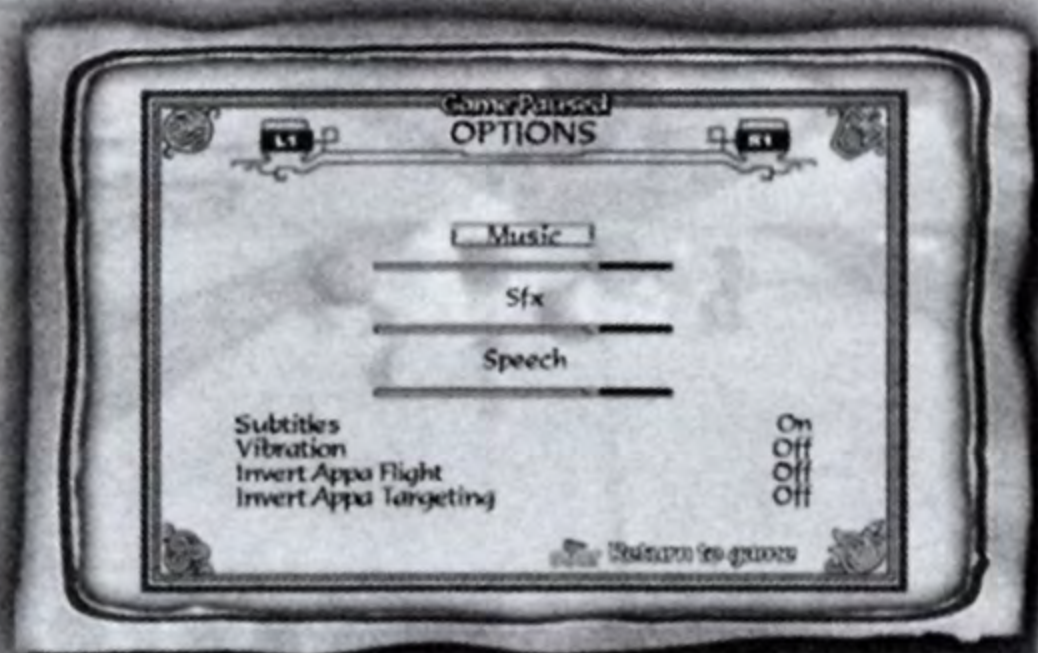
PLAYING AS APPA



Throughout the game there are times when the team needs to make a journey on Appa. In single player mode, control Appa and the targeting reticule with the left analog stick. Press the  button to fire projectiles at enemies. You can reverse the controls for Appa in the In-Game Menu screen.

In two-player mode, Player 1 controls Appa with the left analog stick. Player 2 controls the targeting reticule with the left analog stick and fires projectiles by pressing the  button.

IN-GAME MENU



Press the  button to open the In-Game Menu. Press the **L1** button or **R1** button to view different pages of the In-Game Menu.

JOURNAL

The Journal contains important information about quests and is updated automatically as new information is discovered.

Current Quests are listed on the left side of the screen. Use the left analog stick to highlight a quest in the list. This causes an image and quest description to display on the right side of the screen.



Check the Journal if you aren't sure what to do next.

STATS

The Stats screen shows quest items that are currently in your possession, Health Upgrades you have collected, and your power bar.

Highlight a quest item with the left analog stick to see an image and description of the item on the right side of the screen.

Check the Stats screen to see what you have collected in the current level.

OPTIONS

The Options page allows you to change the music, sound effects and speech volume, as well as change vibration settings, Appa flight, targeting controls, and subtitles.

QUIT

The Quit page allows you to exit the game and return to the Main Menu.

QUESTS

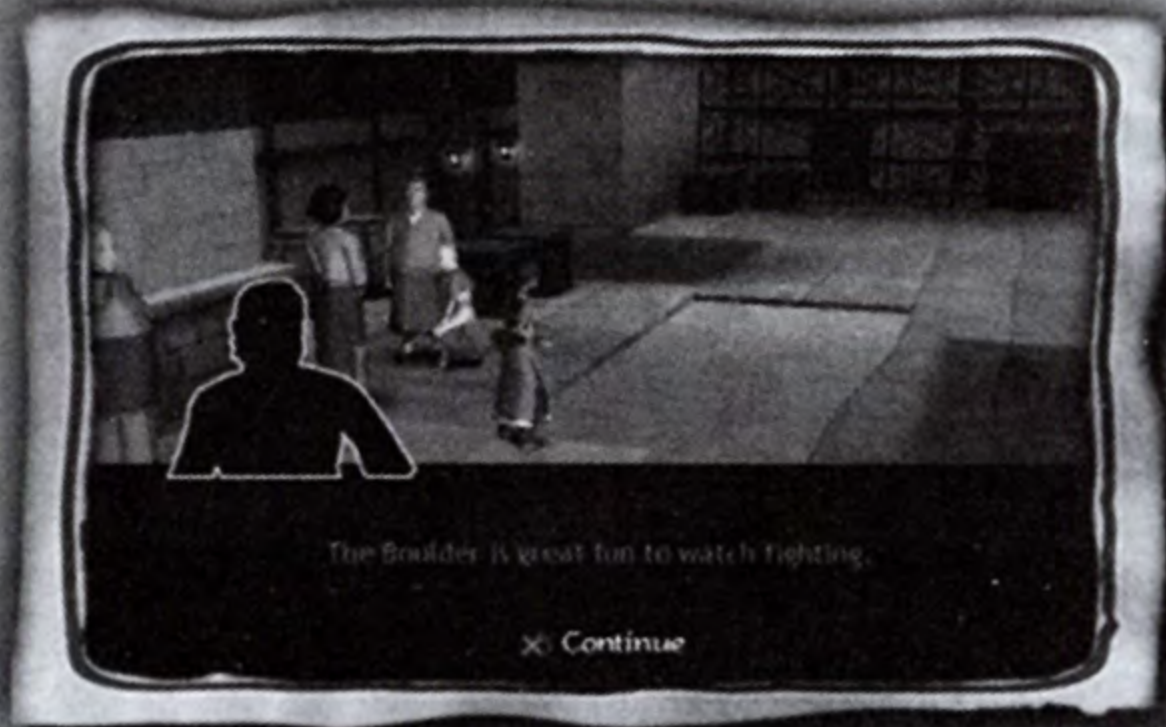
There are many Quests that you need to complete to make your way through the game.

All Quests are entered in the Journal automatically and you can use the Journal to check what you need to do next at any time.

TALKING TO PEOPLE

To talk to people, approach them and press the  button when the talk prompt appears at the bottom of the screen.

Talking to people is very useful. Often they can give you more information about Quests.



ITEMS

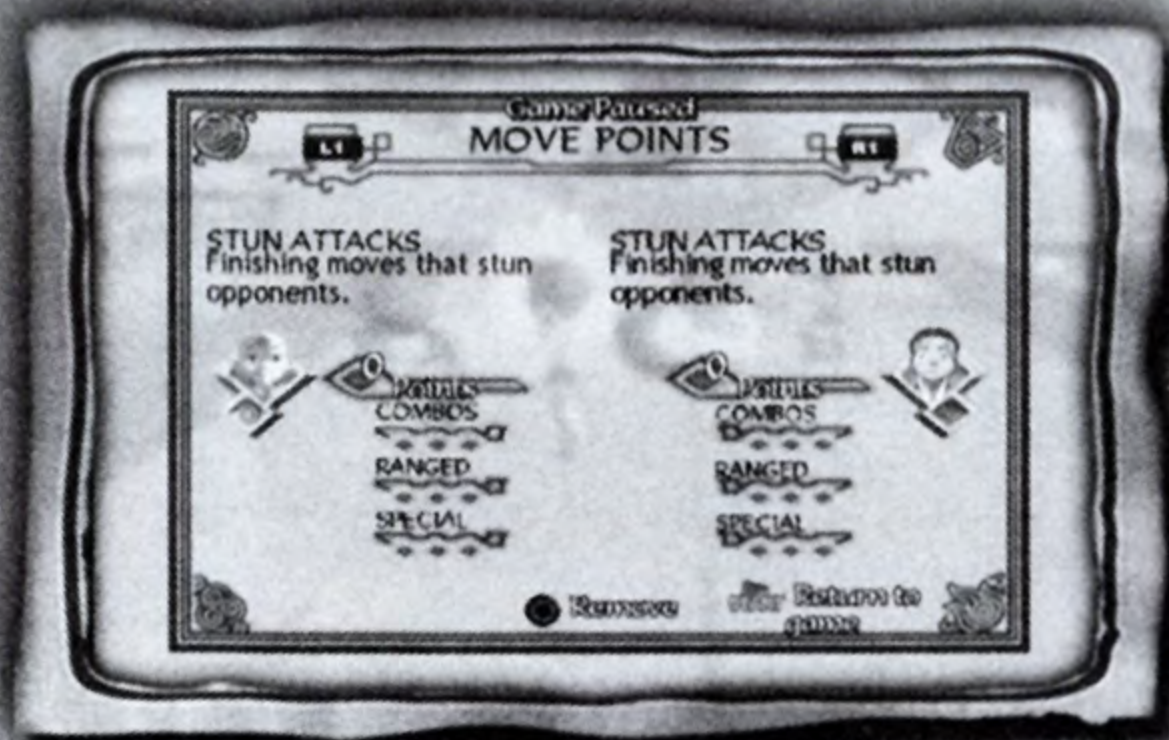
The team can pick up and use items in the world. Simply walk over an item in the world to pick it up.

Some items you can pick up are quest items, health pickups or special tokens. All of these items appear in your stats screen.

HEALTH

The amount of health you have determines how much damage you can take from enemies - the more health you have, the harder you are to defeat. Collect health pickups to boost your health and Health Potion to recover from battle!

MOVE POINTS



The Move Points screen allows you to customize your character by assigning Move Points to adjust the strengths and weaknesses of your character.

Move Points are automatically added and assigned to your character as they are earned, but you can reassign them at any time.

To reassign a Move Point, highlight an assigned move with the left analog stick and press the  button to

 button to remove a Move Point. Now select a different attribute and press the  button to assign a Move Point to this attribute.

Try adjusting the Move Points to defeat different enemies.

COMBAT

BASIC ATTACKS

All characters start the game with a basic close fighting attack and a basic ranged attack. Press the  button to use a basic close fighting move. Try pressing the  button repeatedly for basic attack combos.

As you spend Move Points on combos, try pressing different combinations of the  and  buttons to perform more powerful attack combos!

Press the  button to use a basic ranged attack. You can also press and hold the  button to charge your ranged attack for an even more powerful attack.

BLOCKING AND DODGING

Press the **R1** button to block basic attacks from enemies. Not all attacks can be blocked, especially power attacks from bosses.

If you can't block an attack, you can dodge it. Push the left analog stick in any direction while pressing the **R1** button to dodge attacks by rolling out of the way.

SPECIAL ATTACKS

In the game you come across special attack tokens, collect these tokens by walking over them to pick them up.

Once collected, a small token graphic appears on the on screen display under your character indicating that you have a special attack token that you can use. You can collect and hold up to three special attack tokens at one time.

Press the **R2** button to use a special attack token – however, these tokens are rare, so it's a good idea to save them for when you really need them!



COMBOS

The combos screen shows all available attack combinations for the currently active character. In two player mode, this screen shows the combos for whichever player opened the menu.

The more powerful you become, the more combos you unlock!

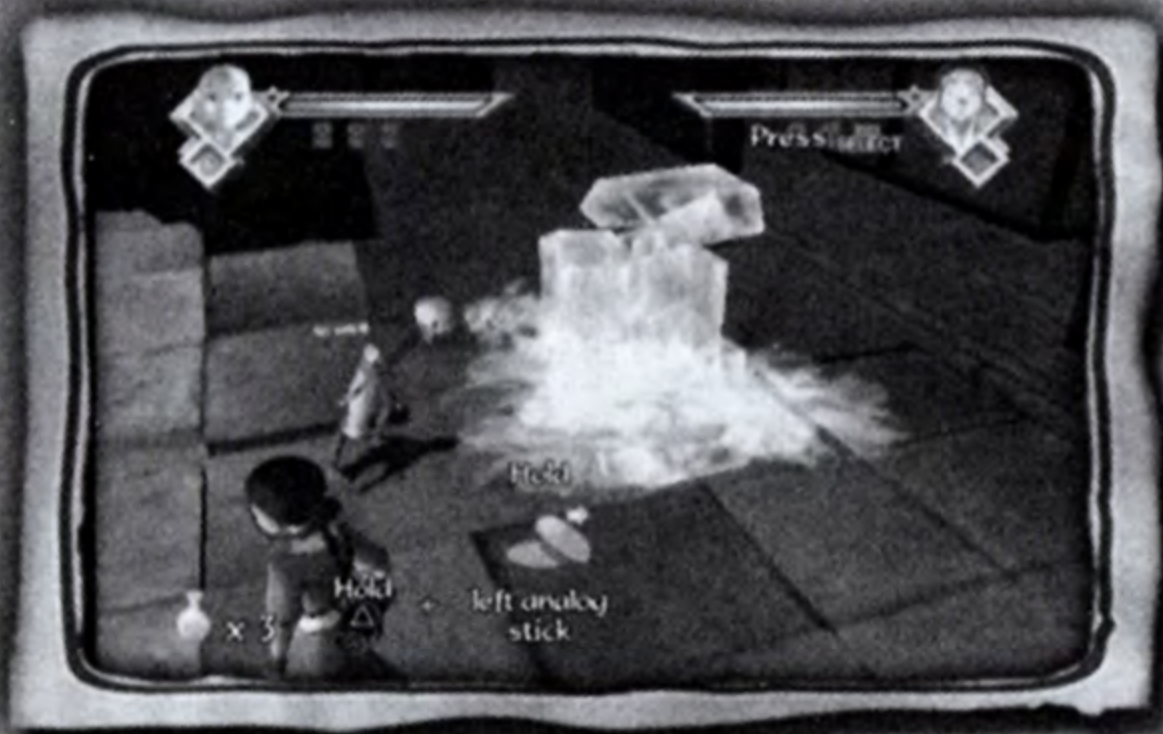
AVATAR STATE



When the team is really in danger, Aang's Avatar State kicks in! When the prompt appears to enter Avatar State, press the appropriate button to unleash Aang's awesome power.

While in the Avatar State, either player should follow the button prompts that appear on screen to use Aang's awesome powers!

FOCUS MOVES



You will come across some obstacles that take more than cleverness to overcome. In these cases you need Bending powers or brute warrior strength! Look out for character symbols in the game world; these symbols indicate a focus move point. Interact with a focus move point by pressing and holding the  button and pushing the left analog stick in the direction(s) indicated on-screen.

With a little bit of focus you are able to move heavy switches, Earthbend bridges, freeze locks, set off explosions, and more!

PUZZLES

You can use objects in the game world to reach seemingly unreachable items, or progress past obstacles.

Use the  button to interact with game objects, including crates, barrels and switches.

CO-OPERATIVE PLAY

Some puzzles and focus moves requires the co-operation of two characters in order to be completed.

Co-operative focus moves require both characters to press specific buttons at the correct time. When you commence a co-operative focus move, a button prompt appears near your character indicating which button to press. Follow the prompts on the screen until the move is completed.

If you are playing a single player game, simply start the focus move and the other character follows your lead.

STEALTH



There are certain areas of the game where it's important for the team to keep a low profile. In these circumstances, the players automatically enter stealth mode.

There are two ways to sneak around when you're in stealth mode. The first is to hide behind objects and time your movements so that you can't be seen by patrolling enemies. However, this only works when there are objects to hide behind! If you are out in the open, hop

into a nearby barrel by pressing the  button and hide in there! You are able to move around while your enemies' backs are turned, but don't let them catch sight of a barrel walking around by itself!

When you are in stealth mode, the character's portraits on the on screen display changes and the character's movement changes to slower sneaking movements.

UNLOCKABLES

As you progress through the game, you unlock exciting bonuses and rewards!

You can access these rewards by selecting either "Bonus Games" or "Extras" from the Main Menu.

Through the Bonus Games menu, you can choose to play Combat Arena, Boss Battles, Appa Adventures, or Chapter Select.

SAVING YOUR GAME

You automatically are prompted to save at key points throughout the game.

In order to save, you need to insert a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.

From the Save Game screen, you can save to an empty slot, or overwrite an existing game.

GAME OVER

Game Over occurs when both the characters on screen have been dishonored.

From the Game Over screen, you can choose to continue your game from the last save, or quit the game.





NOTES

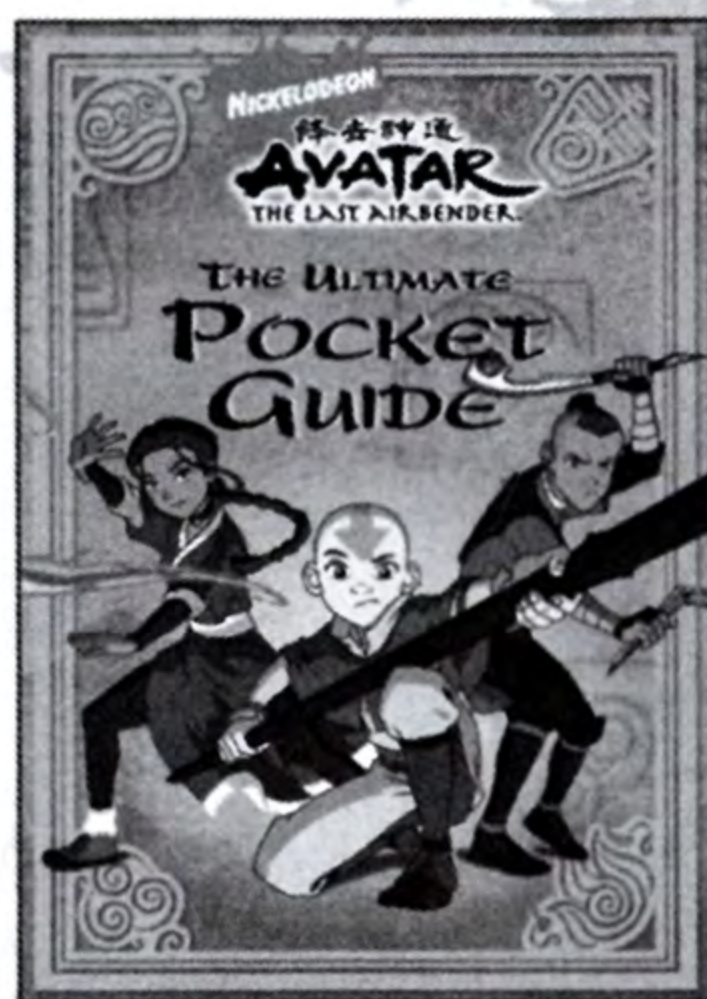
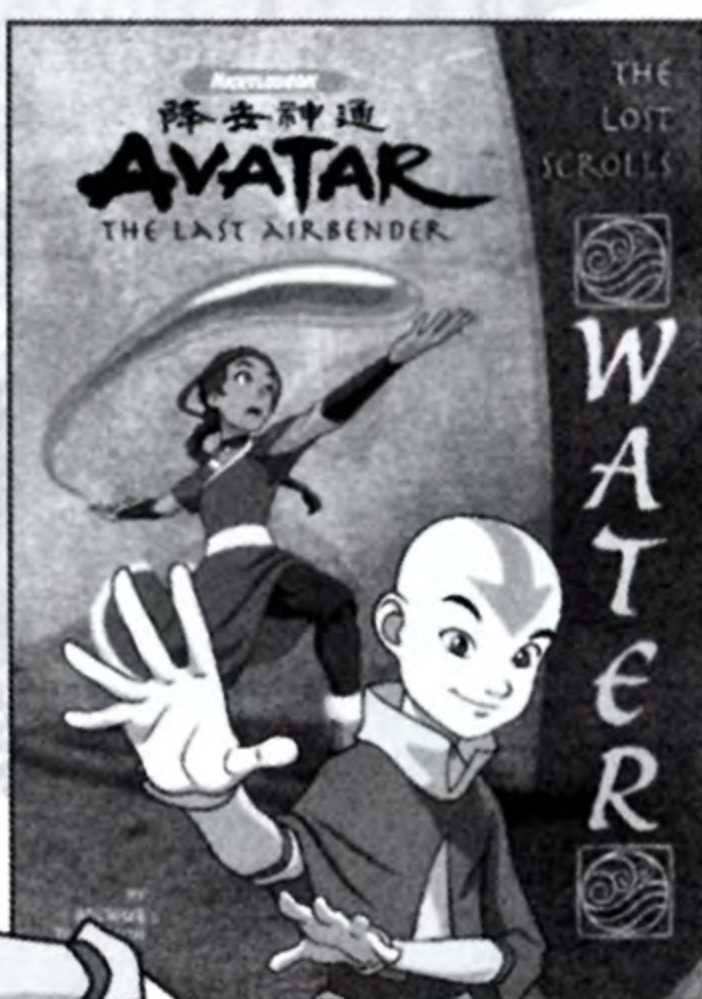
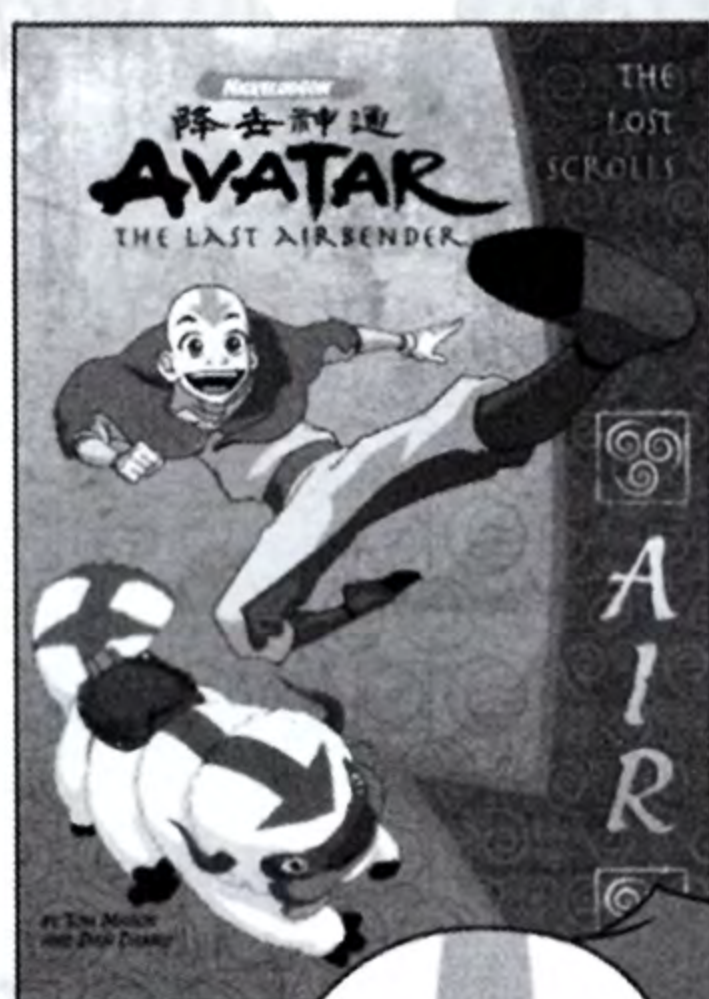
NICKELODEON™

降世神通

AVATAR

THE LAST AIRBENDER.

THE ADVENTURE CONTINUES
WITH AVATAR BOOKS!



Avatar: The Last Airbender books from
Simon Spotlight are available wherever books are sold.



Simon Spotlight
Simon & Schuster Children's Publishing
www.SimonSaysKids.com • www.nick.com/avatar

NEW TO DVD
BOOK 3: FIRE VOLUME 1

NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER



AVAILABLE
OCTOBER
30TH

BOOK 3: FIRE VOLUME 1



NOT RATED

For more information on film ratings, go to www.filmratings.com

BOOK 3, VOLUME 1 INCLUDES CHAPTERS 1-5 PLUS:

- Audio Commentary by Creators & Crew
- FREE Exclusive *Avatar* Comic Book Inside*

Coming Soon:

***Avatar* Book 3, Volume 2 DVD Available January 2008!**

NICKELODEON

*Comic books available while supplies last. © 2007 Viacom International Inc. All Rights Reserved. TM, ® & Copyright © 2007 by Paramount Pictures. All Rights Reserved.

www.avatarondvd.com

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46120**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

©2007 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Avatar: The Last Airbender and all related titles, logos, and characters are trademarks of Viacom International Inc. Uses Bink Video. Copyright © 1997-2007 RAD Game Tools, Inc. Developed by THQ Australia Studios Pty Ltd. Exclusively published by THQ Inc. THQ, THQ Australia Studios and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.



PLAYTHQ.comTM

COMING SOON TO A COMPUTER NEAR YOU...

NEW
GAMES

FAVORITE
CHARACTERS

CHEATS
AND
HINTS

ACTIVITIES
AND
POLLS

YOUR
VIDEO GAME
DESTINATION!

